

# GRAUSTARK

the oldest bulletin of postal Diplomacy

#87

1965L, 1965NT, 1965Q, 1966G

3 April 1966

1965NT

## PLAY SUSPENDED; LAFAYETTE POWERS QUIT!

Anders Swenson, captain of the Lafayette Tactics Alliance, writes that the failure of Brian Bailly to submit moves leaves the LTA no alternative but to surrender to the Youngstown University Diplomacy Club in 1965NT.

The Gamesmaster accordingly invites other GRAUSTARK readers to take up the fortunes of the alliance of France, Austria-Hungary, and Russia. The first team of three to send in a cut-rate entry fee of \$1.50, and "Spring 1906" moves for the alliance, will replace the LTA in command of these countries. If no entry comes in by 16 April 1966, the game will be terminated and the YUDC declared the winners.

VERSAILLES: The Austrian Ambassador to France was declared persona non grata today at the Court of Avaricius XIII.

AVIGNON: It is rumored that the Pope in exile has excommunicated Baron Munchausen. He is also said to have remarked caustically about how low it was necessary for him to stoop - "actually bothering with someone without a von in his name."

PARIS: News reached the Ministry of the Interior today that the Austrian Minister of Strategy had collapsed in convulsions after partaking of a freshly opened bottle of "Creme de France". A strict investigation was ordered the King's Wineworks in Burgundy.

PARIS: King Avaricius XIII charged the Austrian Emperor and Minister of Strategy with treason

1965Q

"Fall 1904"

GERMANS WOULD RATHER FIGHT AND  
SWITCH; PARIS FALLS

ENGLAND (Koning): F Norway-North Sea; F Edi S F Norway-North Sea; A Lon holds;  
F Bar-Norway.

FRANCE (Whalen): A Spa-Mar;  
A Gas & F Lyo S A Spa-Mar;  
F Mid-Spa (south coast).

GERMANY (Smythe): A Bur-Par;  
A Mun-Bur; A Bel-Pic; A Kie-Den; F North Sea-Eng;  
F Den-North Sea.

ITALY (Berman & Reinstein):  
F Ion-Aeg; F Nap-Tyr; F Wes-Mid; A Mar-Spa; A Tus-Ven.

AUSTRIA-HUNGARY (K. Pattee):  
A Rum-Sev; A Ukr S A Rum-Sev;  
A Gal-Rum; A Ser S A Gal-Rum;  
F Alb-Gre.

RUSSIA (Reinsel): A War-Gal;  
A Liv-War; A Mos-Sev; F St.P-Norway; F Swe S F St.P-Norway.

TURKEY (Kuch): F Eas-Ion; A Bul-Ser; A Gre S A Bul-Ser;  
F Aeg S A Gre.

Underlined moves are not possible. The Italian army in Versailles retreats to Piedmont. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv, Lon. (3)

FRANCE: Bre, Mar, Por, Spa. (4)

GERMANY: Bel, Ber, Den, Hol, Kie, Mun, Par. (7)

ITALY: Nap, Rom, Tun, Ven. (4)

AUSTRIA-HUNGARY: Bud, Rum, Ser,

.(continued on p. 4)

(continued on p. 4)

1936G

## MINOR POWERS HARD-PRESSED IN FRANCO-ITALIAN STRUGGLE

"Fall 1905"

ENGLAND (Salame): F Norway-North Sea; F Bal-Swe.FRANCE (Aita): A Lon-Bel; F Eng C A Lon-Bel; A Bur S GERMAN A Mun;  
A Hol S GERMAN A Kie; F Mid-North Africa; F Wes-Tyr; F Lye  
S F Wes-Tyr; F Spa S F Lye.GERMANY (Boardman): A Mun & F Kie S F Ber; F Ber S F Kie; A Den-Swe; F North Sea-Norway.ITALY (Berman): F Tus S F Tyr; F Tyr S F Ion-Tun; F Ion-Tun; F Tun-North Africa; A Vie-Boh; A Tyr S A Vie-Boh; A Bud-Gal;  
A Tri-Ven; A Ser-Gre.AUSTRIA-HUNGARY (Reinstein): A Boh-Sil.RUSSIA (Sadowsky): A Fin S ENGLISH F Bal-Swe; A War-Sil; A Pru  
S A War-Sil; A Rum holds.

The Austro-Hungarian army in Bohemia is annihilated, eliminating that country from the game. The High Combatant Powers now control the following supply centers:

ENGLAND: Nor, Swe. (2)

FRANCE: Bel, Bre, Hol, Liv, Len,  
Mar, Par, Por, Spa. (9)GERMANY: Ber, Den, Edi, Kie,  
Mun. (5)

ITALY: Bud, Gre, Nap, Rom,

Ser, Tri, Tun, Ven, Vie. (9)

RUSSIA: Mos, Rum, St.P,

Sev, War. (5)

France builds an army in Paris, and Russia builds a fleet on the south coast of St. Petersburg.

"Spring 1906"

ENGLAND: F Norway-Norwegian Sea; F Swe-Den.FRANCE: A Par-Gas; A Bel-Ruh; A Bur S A Bel-Ruh; A Hol holds;  
F Eng-North Sea; F Mid-Eng; F Spa & F Wes S F Lye; F Lye  
S F Wes.GERMANY: F Kie-Bal; F Ber S F Kie-Bal; A Den-Swe; A Mun S F Ber;  
F North Sea-Ska.ITALY: F Tun & F Tyr hold; F Tus S F Tyr; F Ion-Aeg; A Gal-War;  
A Boh-Sil; A Tyr-Vie; A Ven-Tri; A Gre-Ser.RUSSIA: A Pru-Ber; A Sil-Mun; A Rum-Gal; A Fin holds; F St.P-Bot.

"Fall 1906"

ENGLAND: F Swe-Norway; F Norwegian Sea-Edi.

FRANCE: F Lye S F Wes; F Wes & F Spa S F Lye; A Bur-Mun; A Ruh S  
A Bur-Mun; A Hol-Kie; A Gas-Bur; F North Sea-Hel; F Eng-North Sea.

GERMANY: F Ber-Kie; A Mun S F Ber-Kie; A Den-Swe; F Ska S  
 ENGLISH F Swe-Norway; F Bal-Den.

ITALY: F Tyr S F Tun; F Tun S F Tyr; A Tri-Bud; A Vie-Gal;  
 A War S A Vie-Gal; F Aeg-Bla; A Ser S A Tri-Bud; A Boh S  
 GERMAN A Mun. (F Tus not ordered, holds.)

RUSSIA: F Bot-Swe; A Fin S F Bot-Swe; A Liv-Ber; A Sil S A Liv-  
Ber; A Gal-Rum.

The Russian move "A Liv-Ber" fails because the Russian army so  
 ordered was actually in Prussia. The High Combatant Powers now con-  
 trol the following supply centers:

ENGLAND: Edi, Nor. (2)	ITALY: Bud, Gre, Nap, Rom, Ser,
FRANCE: Bel, Bre, Hol, Liv, Lon,	Tri, Tun, Ven, Vie, War. (10)
Mar., Par, Por, Spa. (9)	RUSSIA: Mos, Rum, St.P, Sev,
GERMANY: Ber, Den, Kie, Mun. (4)	Swe. (5)

Germany removes the fleet in the Skaggerak, and Italy builds an  
 army in Venice.

"Spring 1907"

ENGLAND: F Norway-Norwegian Sea; F Edi-Cly.

FRANCE: A Bur-Mun; A Gas-Bur; F Spa S F Lyo; F Lyo S F Wes; F Wes  
S F Lyo; A Hol-Kie; A Ruh & F Hel S A Hol-Kie; F North Sea-  
Den.

GERMANY: A Den-Kie; F Ber S A Den-Kie; F Bal S F Ber; A Mun S F Ber.

ITALY: A Ser-Rum; A Bud S A Ser-Rum; A Gal-Ukr; A War-Ukr; A Ven-  
 Tyr; F Bla-Sev; A Boh S GERMAN A Mun; F Tus S F Tyr; F Tyr S  
 F Tun-Wes; F Tun-Wes.

RUSSIA: F Swe-Norway; A Fin-St.P; A Pru-Ber; A Rum-Gal; A Sil S  
 FRENCH A Bur-Mun.

The Russian army in Rumania is annihilated. Play in 1966G will be  
 suspended for two weeks, owing to the spring vacation at Brooklyn  
 College. The moves from "Fall 1907" to "Spring 1909" will be repor-  
 ted in GRAUSTARK #89, which will be published on 1 May 1966.

BERLIN: Before he was called to the throne of the 2 $\frac{1}{2}$ th Reich,  
 Kaiser Max III had been a retired captain in the merchant marine,  
 serving as German consul in the Squijj Islands. It is now being  
 rumored around Potsdam that he is outfitting the Third Fleet, pre-  
 sently on the Baltic station, with a design to making a hasty re-  
 turn to that tropical backwater.

These reports invariably come as footnotes to a story, pro-  
 bably originating with Prince Rudolf von Rhabarber, that the Empress  
 has taken to berating Kaiser Max for the present state of the 2 $\frac{1}{2}$ th  
 Reich. "Dummkopf!" she is reported to have shouted at him, "a nize  
 peaceful island you had to leave to take charge of this dum-boozled  
 Empire! Better you should quit and try to get der oldt chob back!"

1965Q (continued from p. 1)

Sev, Tri, Vie. (6)

RUSSIA: Mos, Nor, St. P, Swe, War. (5)

TURKEY: Ank, Bul, Con, Gre, Smy. (5)

Germany, Austria-Hungary, and Turkey may each build one new unit. England and Italy must each remove one unit. The deadline for these "Winter 1904" moves is SATURDAY 16 MARCH 1966. A

ATHENS (June 23, 1904): With much pomp and circumstance today we welcomed our liberators, the Turks. Sultan Abdul Booh-Sheet was so impressed that he appointed some of our most distinguished citizens to high posts in His Celestial Greatness' Satrapy of Greece. We pledged eternal loyalty against the Austrians and their vassals, the Italians. Admittedly a few of our citizens showed despicable treason in staging protest rallies where IBM cards were publicly burned. We have taken care of these people. Ours is a government by consensus. - Grand Vizier Spiros Preposterous, Celestial Minister of Information.

CONSTANTINOPLE (June 26, 1904): We have just received word of the serious illness of Grand Vizier Spiros Preposterous, Our Man in Athens. He is said to be suffering from extreme over-exertion, brought about, no doubt, by the Sultan's gift of 26 comely wives to him. We fear for our so-newly-won foothold in the land of Plato and Papandreou. - Allah Ben Had, Chief of Staff.

BERLIN (Sept. 1, 1904, AP): In a lightning coup the government of Count Down was overthrown and the Count and his supporters arrested. Replacing the moderate government was a junta led by the senior officers of the General Staff.

It is believed that the Count's military failures, especially the disastrous invasion of England, plus the treaty of peace with France resulted in a showdown between the Count and the generals. For four days ago Count Down and the General Staff met with the Kaiser in his quarters. It is believed at this meeting the issues were discussed and the fate of the government determined.

It is too early to determine what effect the coup will have on German foreign policy, but this observer believes that the generals will attempt to renew diplomatic relations with England. The General Staff never favored a treaty of peace with France. In fact, if the recently published letters of von Moltke are true, the Chief of the General Staff violently opposed the treaty. And only the personal intervention of the Kaiser prevented him from resigning. So I would not be surprised if Germany recommenced its invasion of France.

ST. PETERSBURG: King Charles I of Russia has ordered all armies to secure the homeland and move into the Austrian highlands to kill every last soldier of the Dual Monarchy!

1965NT (continued from p. 1)

towards the Lafayette Powers. "Our Strategy Minister, M. le Turnier, submitted several excellent plans to his Austrian counterpart, who was supposedly responsible for the co-ordination of the allied advance. Had any one of the three plans been followed correctly, the war would now have reached a successful conclusion. We completely agree with the Tryphemian Prime Minister, M. Taxis, that we are decadent. If we weren't, we would have declared war on Austria long ago." To Baron Minchausen: "Baron, your postal system in Austria is irrevocably and

(continued on p. 11)

# PROGRESS OF POSTAL DIPLOMACY

At the last count 33 postal Diplomacy are under way. Their moves are regulated by 11 Gamesmasters in 10 bulletins. In addition to the overall system of identification of games, used in GRAUSTARK, some Gamesmasters employ their own identification systems.

To clarify matters, the following table lists all postal Diplomacy games. Following this list is a list of all postal Diplomacy bulletins presently in operation, with addresses and subscription rates.

The winner and country of a completed game is given below; uncompleted games have their progress indicated by the most recent move, as "S06" for "Spring 1906". Parenthesized numbers indicate footnotes. All games are 7-man unless otherwise indicated.

Game	Other Designation	Present Gamesmaster	Progress	Bulletin
1963A (1)		Boardman	Derek Nelson, Italy, F06	Graustark
1963B		Boardman	Bruce Pelz, Russia, F18	Ruritania (2)
1964A		Boardman	James MacKenzie, Turkey, F11	Graustark
1964B		Boardman	John Smythe, Austria-Hungary, F09	Fredonia (2)
1964C		McCallum	F11	Broddingnag
1964D	Trantor I	Koning	F11	Trantor (3)
1965A		Boardman	Charles Wells, Turkey, F12	Graustark
1965B	1965KL	Brannan	F08	Wild 'n' Wooly
1965C	1965KM	Brannan	F07	Wild 'n' Wooly
1965D	1965KX	Brannan	S06	Wild 'n' Wooly
1965E	Massif I	Koning	F07	Massif (3)
1965F	I	von Metzke	F05	Costaguana
1965G	1965KY	Brannan	F04	Wild 'n' Wooly
1965H	1965KN	Brannan	F05	Wild 'n' Wooly
1965I	1965KJ	Brannan	S10	Wild 'n' Wooly
1965JT (4)		Boardman	Lake (I), Nelson (G), & Davey (R), F02	Graustark
1965K	1965KQ	Brannan	S04	Wild 'n' Wooly
1965L		Boardman	F06	Graustark
1965M	II	von Metzke	F04	Costaguana
1965NT (4)		Boardman	S06	Graustark
1965O	(1)	Kling	F04	Lusitania
1965P		Wells	S04	Magazine (5)
1965Q		Boardman	F04	Graustark
1965R	GB-1965-A	Bounds	F05	Orthanc (6)
1965S	GB-1965-B	Chalker	S06	Barad-Dur
1965T	GB-1965-C	Chalker	S05	Barad-Dur

- (1) - five players  
 (2) - now defunct  
 (3) - combined in sTab  
 (4) - a team game

- (5) - formerly Lonely Mountain  
 (6) - game began in Barad-Dur

Game	Other Designation	Present Gamesmaster	Progress	Bulletin
1965U	Trantor II	Koning	S03	Trantor (3)
1965V	TWJ-1965-A	Miller	F03	Diplomania (7)
1965W	GB-1965-D	Bounds	S03	Orthanc (6)
1966A		Wells	S02	Magazine (5)
1966B	1966KL	von Metzke	F01	Costaguana
1966C	1966KL	Brannan	S02	Wild 'n' Woolly
1966D	GB-1966-E	Chalker	S02	Barad-Dur
1966E	TWJ-1966-B	Miller	S02	Diplomania (7)
1966F	TWJ-1966-C	Miller	F01	Diplomania (7)
1966G	(8)	Boardman	S07	Graustark
1966H	1966KM	Brannan		Wild 'n' Woolly
1966I	Massif II	Koning		Massif (3)

(7) - Formerly in the WSFA Journal.  
 (8) - six players

Complete lists of players and Gamesmasters were given in GRAUSTARK #1, and have been kept up to date in subsequent issues.

Postal Diplomacy bulletins presently being published are listed below. The number after each title indicates the latest issue to have been received here; publications without numbers have yet to appear. Subscription rates are 10 issues for \$1.00 unless otherwise indicated. An asterisk indicates that the Gamesmaster of this bulletin is presently accepting entries for new games. Would-be postal Diplomacy players should contact him for rates.

Barad-Dur, 17, Jack L. Chalker, 5111 Liberty Heights Ave., Baltimore, Md. 21207.

Brobdingnag, 34, John A. McCallum, "A" Quarters, S. E. S., Ralston, Alberta.

Costaguana, 22, Conrad F. von Metzke, P. O. Box 192, Jamul, Calif. 92035.

Diplomania, 4, Donald L. Miller, 12315 Judson Road, Wheaton, Md. 20906. \*

Fidgely, Edwin Jeffrey, 583-B Moss St., Chula Vista, Calif. 92010. 12 for \$1. \*

GRAUSTARK, 87, John Boardman, 592 16th St., Brooklyn, N. Y. 11218

Lusitania, 10, Earnie Kling, 237 S. Rodeo Drive, Beverly Hills, Calif. \*

Magazine, 13, Charles Wells, 3678 Lindholm Ave., Cleveland, Ohio 44120. 20 for \$1. \*

Marsovia, 1, Robert J. Ward, 5716 J St., Sacramento, Calif. 95819. \*

Massif, 21. See sTab.

Orthanc, 17, Ron W. Bounds, 649 N. Paca St., Baltimore, Md. 21201.

Osgiliath, Jerald Jacks, 4203 Labyrinth Rd., Baltimore, Md. 21215. \*

sTab, 10, John Koning, 318 S. Belle Vista, Youngstown, Ohio 44509. Games by invitation only.

Trantor, 35. See sTab.

Vandy II, 1, Earl A. Thompson, Apt. #2, 128 S. Mariposa Ave., Los Angeles, Calif. 90004. Rate not announced. \*

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

# 282

Wild 'n' Woolly, 47, Charles Brannan, 224 S. Lincoln St.,  
Spokane, Wash. 99204. \*

Big Brother, Charles Reinsel, 120 8th Ave., Clarion, Penn.  
16214. Rate not announced. \*

In addition to these postal Diplomacy publications, bulletins  
of games related to Diplomacy are also available. These are:

Coup, 3, Charles Wells, 3678 Lindholm Ave., Cleveland, Ohio  
44120. Rate not announced. Coup carries the rules and play of  
Parlement, which bears the same relationship to multi-party politics  
as Diplomacy does to international war.

Economic Diplomacy, 1, Dan Alderson, 6720 Day St., Tujunga,  
Calif. 91042. See RURITANIA #40, p. 2, for a description of this  
game.

Norstrillia, 1, Norstrillia Notes, 17, & The Wereld Schemering  
Weekly Wombat, 4, Dan Alderson, address above. Rates not announced.  
Alderson has elaborated the rules of Diplomacy to produce Super-  
Diplomacy, and one postal game of this complex creation is now  
under way.

Wart Hog, 1, a Super-Diplomacy bulletin published by James  
Goldman, 430 E. 29th St., Paterson, N. J. \*

#### COMPLETED POSTAL DIPLOMACY GAMES

The previous table shows that, of the 39 postal Diplomacy  
games which have been begun, only 6 have thus far been completed.  
However, several of the older games, including 1964C, 1964D, 1965B,  
and 1965I are approaching completion. I have developed a tabular  
form which shows at a glance the rise and fall of various powers as  
a game proceeds. The first row gives the year, with the first two  
digits eliminated; thus "04" means "1904". Below the year is the  
number of supply centers held by each country at the end of that game  
year. If, for any reason, a power actually has on the board fewer  
units than supply centers, each such deficiency is indicated by an  
asterisk.

1963A: This was the first postal Diplomacy game, and only five  
players could be recruited for it. Three - Goldman, Lerner, and  
Keshner - were members of the East Paterson Diplomacy Club. Dave  
McDaniel, who later founded Ruritania, tried to play Austria-Hungary  
with the aid of a computer, but was eliminated before he could assess  
the value of such a procedure. (It still remains as an interesting  
question to be investigated.) While the EPDC players maneuvered  
among themselves, Derek Nelson as Italy quietly eliminated Austria-  
Hungary and then attacked them. Goldman will shortly reprint the  
game in Wart Hog.

		00	01	02	03	04	05	06
E - Stuart Keshner								
F - Fred Lerner								
G - James Goldman	E	3	5	4	4	5	4	2
I - Derek Nelson	F	3	5	5	5	6	4	2
A - Dave McDaniel	G	3	5	7	7	5	7**	8
	I	3	6	7	9	9	10	13
Gamesmaster: John Boardman	A	3	3	2				

1963B: This second postal Diplomacy game was organized by Dave  
McDaniel, and included many of McDaniel's fellow Angelenos and mem-

bers of the Los Angeles Science Fiction Society. The Russian player entered under the name of "Adhemar Grauhugel", but it soon became common knowledge that he was actually Bruce Pelz - husband of Austro-Hungarian player Dian Pelz. The Pelzes cooperated with Diplomacy inventor Allan Calhamer, playing Germany, in a very effective Dreikaiserbund. Weak play by Tom Bulmer as Italy, and lack of coordination among the other players generally, led to the triumph of the Dreikaiserbund. By 1905 Calhamer concluded that he would be the next victim of the Family Compact, and anticipated this development by attacking the Pelz forces. An ill-timed double-cross of his sole remaining ally, Jock Root's France, started the German Kaiser downhill, as France promptly joined the combine against him.

In 1910, McDaniel ceased publication of Ruritania, and it passed to my management. Calhamer and Root also decided to withdraw, and their countries passed to Roland Tzudiker and John McCallum respectively. These two, in alliance, fought a well-played resistance against the Pelzes until Tzudiker was called up by the Air Force in 1916. (The game year 1916, of course.) McCallum, eliminated as France, carried on as Germany for two more years.

E - Fred Lerner	I - Tom Bulmer
F - Jock Root (1900-1910)	A - Dian Pelz
John McCallum (1910-1916)	R - Bruce Pelz
G - Allan Calhamer (1900-1910)	T - John Boardman (1900-1901)
Roland Tzudiker (1911-1916)	Bill Christian (1901-1906)
John McCallum (1916-1918)	

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
E 3	5	4	3	2													
F 3	4	5	5	6	5	5	5	4	3	3	2	1	1	1	1		
G 3	6	6	7	9	11	11	12	14**12*	11	10	10	10	10	10	9	5	
I 3	4	4	3	2													
A 3	5	6	7	7	10	10	10	9	9	11	11	12	12	12	12	13	
R 4	6	6	6	6	7	8	7	7	10*	9	11	11	11	11	11	12	16
T 3	4	3	3	2	1												

17 18 Gamesmaster: Dave McDaniel (1900-1910); John Boardman (1911-1918).

G 4 2 The failure of Austria-Hungary to build a unit to  
 A 15\*15\* which it was entitled at the end of 1917 meant that at  
 R 15 17 the end of 1918 only 33 units were on the board. Of these,  
 Russia had a majority, and hence was declared the winner.

1964A: In this game what was to be a fairly common pattern manifested itself. By 1907 two major powers - in this case Derek Nelson's France and James MacKenzie's Turkey - had each eliminated all significant opposition in its part of the board, and were facing each other in a two-power war. Furthermore, smaller countries that had been hard-pressed by a major power allied themselves with the enemy of their nearest enemy. Here, England was allied with Turkey and Italy with France by the end of the war. Earlier in the game, England had looked promising, but continuity of English policy was interrupted by frequent changes of player. Several players were eliminated early through failure, on either their parts or that of the U. S. Post Office, to get all their moves in.



E - James Goldman (1900-1903)  
 John Koning (1904-1907)  
 John Smythe (1907-1911)  
 F - Derek Nelson  
 G - Stuart Keshner

I - Bill Christian  
 A - Fred Lerner  
 R - Dick Schultz  
 T - James MacKenzie  
 Gamesmaster - John Boardman

	00	01	02	03	04	05	06	07	08	09	10	11
E 3	4	6	7	11*	11*	8	5	5	2	1		
F 3	5	6	5	7	7	9	12	12	14	14	15	
G 3	5	5	5	1								
I 3	5	5	7	7	7	6	5	4	2	2		
A 3	4	1										
R 4	5	6	3	1	1	1						
T 3	4	5	7	7	8	10	12	13	16	17	19	

1964B: In this most interesting game there was a rather unusual winner - Austria-Hungary, played by John Smythe. An early alliance with Italy, combined with weak play on the part of Russia, led to the Dual Monarchy becoming the dominant power in the East, as Turkey was in 1964A. The most noteworthy feature of this game, however, was the determined resistance offered by Turkey to the Austro-Hungarian advance. John McCallum made Smythe fight for every supply center, and was still in the game when Bob Lake as France and John Davey as Germany stopped trying to double-cross each other long enough to notice that surrender was the only way out.

		00	01	02	03	04	05	06	07	08	09
E - Phil Castora (1900-1902) Charles Brannan	E 3	4	6**	5	6	6	8	5	4	4	
F - Robert Lake	F 3	5	7	8	8	8	8	8	9	7	
G - John Davey	G 3	3	4	4	5	5	3	4	4	4*	
I - John Koning (1900-1903) James Thomas (1903-1909)	I 3	5	5	5	5	4	3	2	1	1	
	A 3	5	5	6	6	8	9	12	15	17	
	R 4	5	2	1							
A - John Smythe	T 3	4	5	5	4	3	3	3	1	1	
R - Dick Schultz											
T - John McCallum											

Gamesmaster - John Boardman

1965A: This game took on a peculiar character when England made an early seizure of St. Petersburg and was able to move in sufficient forces to hold it against a Russian counter-attack. Despite a Russo-Turkish alliance which swept Italy and Austria-Hungary from the board, and planted Cossacks and Janizaries on the coasts of the Atlantic, England was able with three fleets to keep Gibraltar closed and an overwhelming Turkish force bottled up in the Mediterranean. By the end of the game, England and her allies with 11 supply centers were able to deadlock the 23 units of the alliance of the eastern powers. Turkey was able to win only by a more or less voluntary cession of supply centers by Russia.

E - Earl Thompson  
 F - James Sanders (1900-1906)  
 John McCallum (1906-1912)  
 G - Charles Brannan  
 I - James MacKenzie

A - Paul Harley  
 R - John Smythe  
 T - Charles Wells

Gamesmaster - John Boardman

	00	01	02	03	04	05	06	07	08	09	10	11	12
E 3	5	5	6	7	7	7	8	9	10	9	8	8	
F 3	5	5	6	6	6	6	5	3	2	1	1	1	
G 3	5	6	5	5	5	5**	2	2	2	2	2	2	
I 3	5	5	6	3	1								
A 3	4	1	1	1									
R 4	6	7*	8	6	7	7	9*	9	9	9	9	5	
T 3	4	5	5	6	8	9	10	11	11	13	14	18*	

1965JT: This was the first attempt at team Diplomacy, played between three veteran board game players in Scarborough, Ontario, and three San Diegans. The San Diego Kangaroos (as they called themselves) wrote more press releases, but neglected to send in their "Fall 1902" moves, and consequently resigned.

#### San Diego Kangaroos

E - Stephen Carey  
 E - Robert J. Ward, Capt.  
 A - Conrad von Metzke

#### Scarborough Tories

G - Derek Nelson  
 I - Robert Lake, Capt.  
 R - John Davey

	00	01	02		00	01	02	
E 3	3	3						
F 3	6	5	team	9	12	10		
A 3	3	2						
G 3	5	7						
I 3	5	7	team	10	16	20		
R 4	6	6						

Gamesmaster - John Boardman

As further postal Diplomacy games are completed, the results will be reported here in similar fashion. To keep abreast of postal Diplomacy play, subscribe to the bulletins listed on pages 6-7.

#### POSTAL DIPLOMACY ROSTER REVISIONS

Charles Wells' postal Diplomacy bulletin, which briefly changed its name to Magazine and is so listed on p. 6, has resumed its former name, Lonely Mountain.

Dan Alderson has just brought out the first issues of two new SuperDiplomacy bulletins describing the progress of a second game. Mesklin Memes reports the moves, while The Toorey Triennial Tortoise carries the players' press releases. No subscription rates are given.

Diplomania has moved into high gear, not only in the controversy over the interpretation of postal Diplomacy rules, but also in the development of new forms of the game. Jerry Pournelle's rules for Economic Diplomacy, originally printed by Dan Alderson, have been reprinted in Diplomania #5.

Two variants are under way already in Diplomania. A game of Middle-Earth Diplomacy (see GRAUSTARK #76 and earlier issues of Diplomania has been begun as TWJ-1966-DM. This game will not be listed in the GRAUSTARK register. The other is an anonymous game, in which no player will know the identity of any other. This game, TWJ-1966-EE in Diplomania and 1966J here, includes efforts by the players to find

out one another's identity. Pending release of the players' names at the close of the game, they are here listed by pseudonyms.

1965E - G - Dick Schultz (out F07)	1966J - Don Miller, <u>Diplomania</u>
	E - John Doe (TWJ-1966-EE)
1965U - John Smythe (res F02)	F - Jean Daine
John Koning	G - Johann Hindin
T - John Koning (res F02)	I - Giovanni Daina
John Smythe	A - Janos Szarvastehen
	R - Ivan Lanev
	T - Yahya Dishigoyik
1966I - John Koning, <u>STab</u>	1966K - Don Miller, <u>Diplomania</u>
E - Charles Brannan	E - Sidney Get (TWJ-1966-F)
F - Roland Tzudiker	F - John Mazor
G - Robert Lake	G - James Latimer
I - Charles Wells	I - Charles Brannan
A - Conrad von Metzke	A - David Lebling
R - James Goldman	R - Ron Parks
T - Ken Davidson	T - Pat McDonnell

1965A IS ENDED, BUT THE PRESS RELEASES LINGER ON

WALES: A group of Turkish diplomats arrived from North Africa to discuss the Turkish forces moving from France into Russia and the Balkans.

MOSCOW: The Kremlin announced today that the recent meeting of the Sultan of Turkey and the Grand Duke resulted in the provinces of Austria occupied by Russia being ceded to Turkey. In return the Ottoman Empire promised to support Russia should Russia become involved in a war with the United States of America.

SEOUL: Yesterday a terrifying rumor began to circulate among the members of the international colony here. Everybody is talking about the rumored expedition the Russians have sent to reclaim Alaska. To partially substantiate the rumor is the report that the Imperial Navy of Japan was ordered on War Alert. All leaves have been cancelled. Are the eastern powers going to war with the United States?

MOSCOW: People are talking about the removal of the occupation forces from Austria-Hungary and Serbia. From all over the Russias rumors are spreading about long military trains moving eastward. If the rumors are true, then over 50 divisions (one million men) are on their way to Siberia.

1965NT (continued from p. 4)

irredeemably a total calamity, and anything including leeches-nut shells would be an improvement."

Giglio for Emperor of Austria.

TRYPHEME: M. Lebirbe, leader of the Ligue contre la Licence des Interieurs, expressed the regrets of his political party on the dispute between France and Austria-Hungary. "None of this would have happened," he pointed out, "if the major powers of Europe followed the sensible customs of TrypHEME. In TrypHEME, young people with good health and no physical defects are accustomed to go naked. Could there be a war in Europe today if the men now in uniform did this?"

1965L

Owing to a death in his family, Ken Davidson has not been able to send in his "Winter 1906" build in 1965L. Play is accordingly suspended for a week in that game. As soon as his build arrives, it will be sent out together with the other builds to the four surviving players. At that time a deadline will be set for "Spring 1907" moves.

BERLINER TAGEBLATT (23 Dec. 1906): Classified Section - For Sale: Excess armies and fleets, not needed for the current world situation. Apply Kaiserhaus, Ueber dem Alles Strasse, Berlin. (Out-of-town papers please copy.)

ITALY: "Even though the victors wend their way securely home, what those dead suffered yet may work them ill - that pain which never sleeps."

- Clytemnestra of Aeochylus

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The letter or number in the upper right-hand corner of the address label indicates why you are getting this issue of GRAUSTARK. "L", "N", or "Q" means that you are enrolled in postal Diplomacy game 1965L, 1965NT, or 1965Q respectively. "C" indicates a complimentary copy, and "X" means that this issue is an exchange for your Diplomacy or other game bulletin. "G" followed by a number means that you are a paid subscriber, and that your subscription expires with the indicated issue. "S" means that this is a sample copy of GRAUSTARK, and that you are invited to subscribe at 10 issues for \$1.00.

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FIRST - CLASS MAIL

"He that passeth by, and meddleth with strife belonging not to him, is like one that taketh a dog by the ears." - Proverbs XXVI, 17